



## Make An Easy Preloader in Flash

This uses AS 3, for Flash movies that are large and take time to download. Put preloader in empty frame (Frame 1) before the actual movie begins. Select all the frames in your movie and move them over one frame.

First you need to add a text box on the new first frame (you can put it in its own layer). Choose Dynamic Text and give it an instance name of preloader\_txt. You can put 0% as the text in it as a placeholder.

Put the following ActionScript in the new 1<sup>st</sup> frame in the Actions layer.

```
stop();
loaderInfo.addEventListener(ProgressEvent.PROGRESS, updatePreloader);

function updatePreloader(evtObj:ProgressEvent):void
{
    var percent:Number = Math.floor((evtObj.bytesLoaded*100)/evtObj.bytesTotal);
    preloader_txt.text = percent+"%";

    if(percent==100)
    {
        nextFrame();
    }
}
```

When you use Control, Test Movie, you can use View, Simulate Download to see how long it will take for your file to download to determine whether you need a preloader. And you can Simulate Download to watch your preloader in action. Choose the proper Download Setting for your preview. The Bandwidth Profiler also provides information on the download speed of the current movie. You can watch the percentage download.

## Site Navigation

This is some helpful script that allows you to create one function that works for all buttons on your site, if you have different buttons for each section (like navigation buttons – Home, Links, Contact, etc.) Create the individual buttons, give them the proper corresponding instance name. Then also make sure you set up frame labels (click on keyframe, provide frame label in Properties panel) with the same names as the buttons where each section begins on the timeline.

```
home.addEventListener(MouseEvent.CLICK, clickSection);
links.addEventListener(MouseEvent.CLICK, clickSection);
contact.addEventListener(MouseEvent.CLICK, clickSection);
```

```
function clickSection(evtObj:MouseEvent) {
    gotoAndStop(evtObj.target.name);
}
```

Hint: Don't include your frame labels on your ActionScript layer.

Note: You can also use gotoAndPlay in the function, but make sure you create additional functionality and script for stopping at the appropriate frame.

### **Some extra tips to make an audio slideshow with navigation to stop, start, and rewind**

MovieClip(this.root).nextFrame(); - put this in each movie clip in place of the stop(); in the final frame.

It will advance on its own.

Use GarageBand to edit audio to get mp3 for each photo. Import to Library

Add them to each movie clip in their own frames. They will play and the slideshow will advance on its own. Best to use Sync = Stream, will work better with navigation.

To add nav, make a movie clip with stop (stop\_btn), go(go\_btn), rewind(rewind\_btn) - you'll put this movie clip inside of each other photo movie clip.

include this script in first frame of this movie clip:

```
stop_btn.addEventListener(MouseEvent.CLICK, stopshow);
function stopshow(event:MouseEvent):void
{
MovieClip(this.parent).stop();
}
```

```
go_btn.addEventListener(MouseEvent.CLICK, startshow);
function startshow(event:MouseEvent):void
{
MovieClip(this.parent).nextFrame();
MovieClip(this.parent).play();
}
```

```
rewind_btn.addEventListener(MouseEvent.CLICK, rewindshow);
function rewindshow(event:MouseEvent):void
{
MovieClip(this.root).gotoAndStop("start");
}
```

Add a blank frame at the end of the main timeline, put a gotoAndPlay(1); in it and name a frame "start".